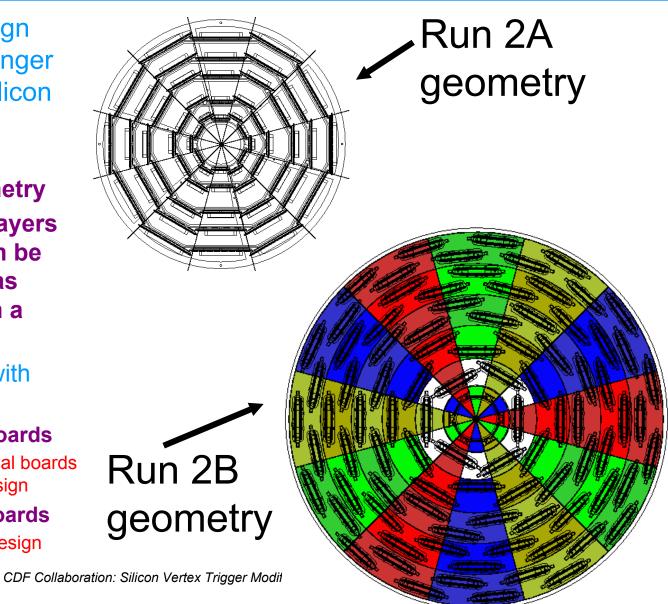


#### SVT Changes for SVX 2b Geometry

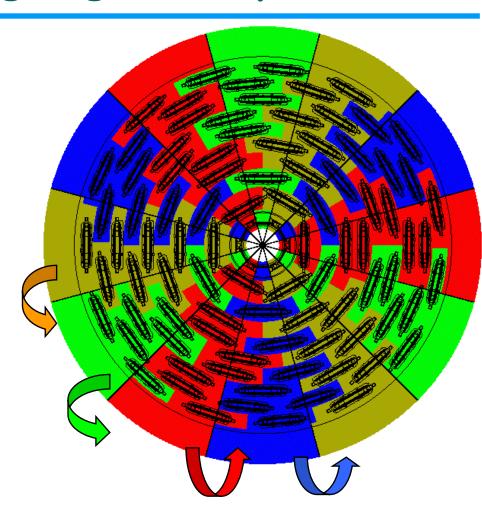
- Two of SVT's design assumptions no longer hold for Run 2B silicon detector
  - → Perfect 12-fold "wedge" symmetry
  - → Measurement layers whose radii can be approximated as constant within a wedge
- Can be addressed with minor modifications
  - → Add 12 Merger boards
    - produce additional boards from existing design
  - **→** Upgrade Fitter boards
    - extend current design





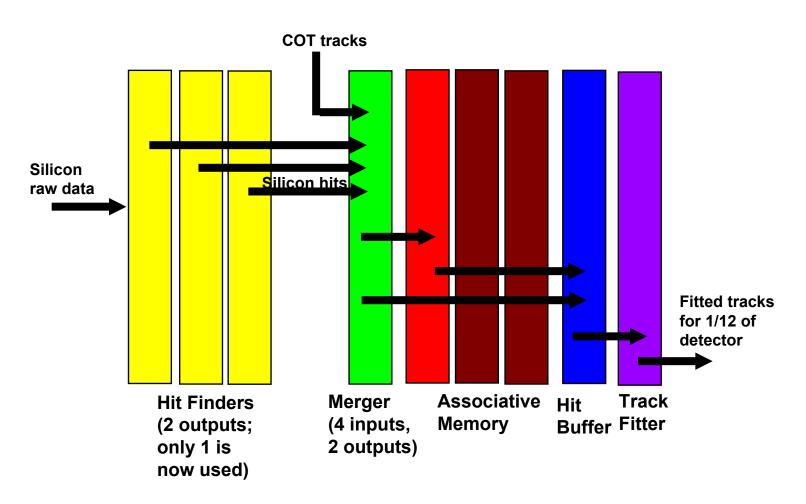
## Recovering "wedge" geometry for SVT

- SVT is built as 12 identical units, finding/fitting tracks in parallel
  - → 1/12 of SVT processes 1/12 of detector in azimuth
- In upgraded detector, some staves in outer layers span SVT wedge boundaries
  - → These staves' hit data must be split among two SVT wedges
  - Detector will be cabled such that data only feed forward in azimuth, never backward
    - Detector data received by Hit Finders in SVT wedge N can be used for tracking in SVT wedges N & N+1
  - SVT wedge N receives some hits from wedge N-1, forwards some hits to wedge N+1



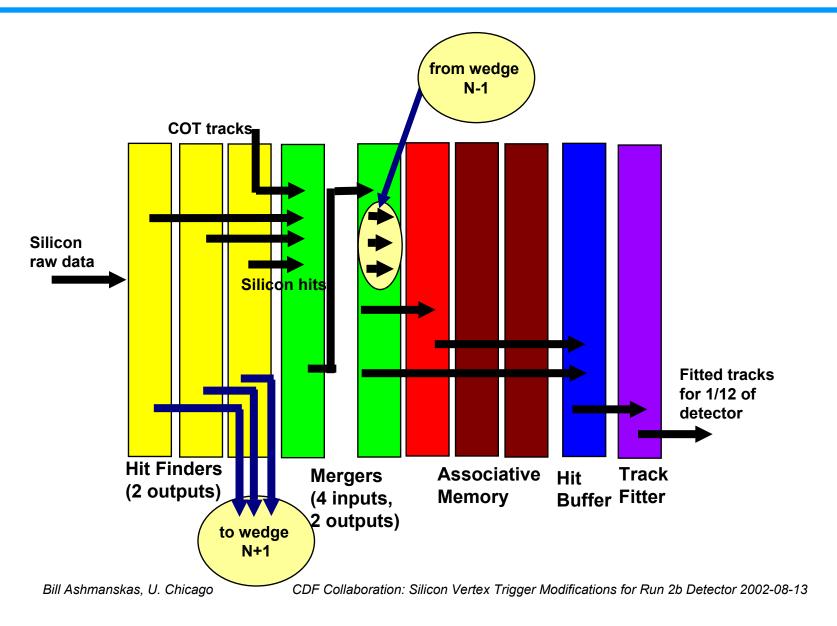


# Run 2a SVT data flow (per wedge)





## Run 2b SVT data flow (per wedge)





# SVT Track Fitter Changes for SVX 2b Geometry

- SVT TF performs fast, linearized fit in FPGAs
  - $\rightarrow$  6 measurements  $\rightarrow$  3 parameters plus  $\chi^2$ 
    - $ightharpoonup (c,\phi,d,\chi_1,\chi_2,\chi_3) = \vec{p} = \vec{p}_0 + V \cdot \vec{x}$
  - Uses road ID to reduce bits in multiply

$$ightharpoonup ec{p} = ec{p}_0^{ ext{ road}} + V \cdot (ec{x} - ec{x}^{ ext{ road}})$$

- → 250 nsec per track fit!
- For a given set of layers, coefficients are constant across a wedge
- To handle stave geometry, fit coefficients for a given layer combination must vary within an SVT wedge
  - → In present Track Fitters, coefficients are stored in FPGA internal SRAM
    - → 70% of RAM, 60% of logic is used in FIT chip
  - → Number of sets of coefficients needed per Track Fitter will increase by an order of magnitude
  - → Newer FPGAs can meet this need, without any fundamental TF design change

